Everdell

Duo

Campaign Book

Chapter 1

Learning to Work Together

"Late to bed, early to rise, keeps the hop in your hop!"

"Careful planning always triumphs over hasty maneuvering."

The Gazette

After years of fierce competition to govern the most prosperous and joyful cities in Everdell, Mayors Honey Sundew and Oliver Topshell have surprised everyone by declaring that they will now work as a team to establish and govern a new city in the Emerald Valley. Such an undertaking is unprecedented in the history of Everdell, and though each critter has certainly proven their merits working on their own, time will tell if they can set aside some of their strongly opposing viewpoints to enact policies that will benefit all of their citizens. The Gazette is poised and ready to bring you timely reporting on all the events of these two prominent figures of our time!

The Root

Doomed to fail? The so-called prestigious Mayors Sundew and Topshell have declared a union not unlike winter and summer announcing a truce. Two mayors governing one city? Try to keep up, Topshell; Sundew is set to race circles around your slow and steady policies with wild new hairs sure to spiral to madness before the ink on the bill even dries. The Root has reporters in every corner of the valley, watching and listening. The tragic headlines will not be difficult to formulate.

Goals

4 Events

Final Score

"No task is too big if you work together!

Just listen to each other and share your ideas."

Setup

Events:

Meadow:

Locations:

Open Sharing

Reminder: Place the Sharing tile on the table where both players can easily reach it. Any time during your turn, you may place up to 1 of your resources, or a card from your hand, or an Occupied token from your supply, on this Sharing tile. The other player gains this item at the start of their turn.

Chapter 2

Too Much to do

"NEXT week is a great time to be patient."

"We must slow down or we will never get it all finished."

The Gazette

A triumph! After only a short time in office, our mayors have already proven that they are a stunning team. Our recent poll of citizens showed that nine out of ten critters approve of Mayors Sundew and Topshell, and are confident in their ability to run our fair city with wisdom and justice. As we approach a busy season of the year with much work to be done and not much time to do it, it's nice to know we can trust in our mayors to get the jobs done!

The Root

It could be called beginner's luck. Or perhaps, with expectations of their success so low, even failure looks like triumph. Now it's time to see if Topshell and Sundew can really run a city in a proper manner. Actual work needs to be done, not just parties and parades that masquerade as important events. Should we as hard-working citizens sit by with forced applause while critical work is left undone?

Setup

Events: 1 *Meadow:* 2 *Locations:* 2

Start with the **Juggler** in the Meadow.

When a card is supposed to start in the Meadow, find that card and shuffle it together with top cards from the deck to equal a total of 12 cards. Then deal out the Meadow from those shuffled cards.

Limited Sharing

Reminder: You may only share if either the Sun or Moon token are on the middle handshake spot of the board at the **start** of your turn.

Goals

5 Events

Final Score

"I'm more than eager to help in every way you need me to, and I'm not afraid of fire, or sharp spinning objects, or both!"

Chapter 3

Yours, Mine, and Ours

"If I'm not doing three things at once, I'm wasting time."

"Everything must be carefully recorded, twice."

The Gazette

Times have been challenging before, but optimism and hard work have always brought us through. Though reports show a slight dip in resources and steady employment, our cheerful mayors continue to lead with confidence and strong character!

The Root

It just goes to show, you should not believe everything you read simply because it has been printed and sold to you. Despite certain other publications going far out of their way to praise Sundew and Topshell, local resources and employment are dropping. The facts are the facts. Shops are having trouble getting in supplies because farms and suppliers can't keep up with the rising taxes. Honest critters are losing their jobs. We certainly don't want to forecast disaster, but if something doesn't change soon, and we don't find more resources and more jobs for our city, then Doom will be the headline printed next. The only real question is whether or not our mayors will actually accept responsibility for their actions when the inevitable time comes...

Setup

Events:

Meadow:

Locations:

Gain a Pocket watch for this Chapter.

Open Sharing

Goals

Personal goals must be accomplished before the end of the game. goals may only be accomplished by the Hare player. goals may only be accomplished by the Tortoise player. Give each player goal tokens matching the number of goals they have for the chapter. Personal goals may be achieved in any order. Whenever a goal is achieved, place the goal token on the goal on the Chapter page. It does not take an action to achieve a goal, it may be done at any time. After a goal has been accomplished, you do not need to keep the items listed in the goal any longer.

2 of each resource in personal supply

2 of each resource in personal supply

2 of each color in your city

8 cards in hand

8 cards in hand

Final Score

"We don't actually believe what we read about you in the Root.

Well, most of us don't."

Chapter 4

Plagues!

"We must not stop until this is contained."

"In this case, I agree with your haste."

The Gazette

At this point, it is unknown if we are looking at an outbreak on the level of the Black Root Plague, or if the cure will soon be discovered. Doctors and our mayors remain optimistic. In the meantime, citizens are advised to be cautious.

The Root

The source? Our dependable informants tell us that the first symptoms were reported by a postal pigeon who remains unnamed. Of course, this is after she spent the entire day delivering letters and parcels to citizens all over our city. It is no wonder this illness has spread so far. Makes one wonder, where are the doctors who are supposed to be keeping us healthy? And why don't skilled doctors wish to live in our city in the first place? Questions to ponder, indeed.

Setup

Events: *Meadow:* *Locations:*

Set aside the **Doctor** and the **Postal Pigeon**. Then, after all other setup, set aside the top 10 cards of the deck, then shuffle the Doctor and Postal Pigeon into the next 5 cards of the deck. Then return the 10 cards you set aside to the top of the deck.

> ***Hint:*** *Seek out abilities to draw more cards to find what you need in time!*

Limited Sharing

During Play

When the Postal Pigeon is played (by the Hare, who must pay for it as normal), place it face up beside the Seasons. It does not activate at any time, and does not count as a card in your city. After the Doctor has been played into your city (by the Tortoise), each player on each of their turns may discard up to 2 cards from their hand face up beside the Postal Pigeon. To heal the Postal Pigeon, you must have 2 of each of the 5 colors discarded here.

Goals

Play the Doctor

Play the Postal Pigeon

Heal the Postal Pigeon

4 Events

Final Score

"Ahchoo!"

Chapter 5

Famine

"At least one of us needed to go on a diet anyway."

"If we just limit ourselves to two and a half bites at every meal, we should have enough."

The Gazette

Important announcement! Mayors Sundew and Topshell want all citizens to know that they are working tirelessly with local monks from Mistwood to bring in food from neighboring cities and farms in Everdell, and will be helping to feed anyone in need. If your larders are becoming empty as a result of this famine, please meet at the town hall at sunrise any day this week for assistance.

The Root

We are being told by a critter who wishes to remain anonymous, that Mayor Topshell was recently seen eating seconds. In the middle of this famine. When parents can hardly provide a single berry for their starving children. An official protest will be gathering at the town hall at sunrise every day this coming week.

Setup

Events: *Meadow:* *Locations:*

Start with the **Barn** and the **Monk** in the Meadow.

Do not use these River tiles during this chapter:

do not activate at any time during this Chapter, even with Good News cards.

Gain a Pocket watch for this Chapter.

Open Sharing

Goals

Play a from your hand

Play a from your hand

Play a from your hand

Play a from your hand

4 Events

3

3

Final Score

"You think we can eat dirt?"

Chapter 6

Every Move Counts

"I have a list of things to put on my list of things."

"Slow and steady."

The Gazette

The famine caused a considerable loss to our crops and supplies, but thanks to heavy rain in the autumn and plentiful snowfall in the winter, this year is looking to offer a promising comeback. Earlier this week, Mayor Sundew made an announcement that Mayor Topshell and she will be working extra hours for the foreseeable future as they undertake efforts to assist all those who suffered from the famine. "Every move we make counts," she said. "There is much to be done and little time to do it!"

The Root

Are they even working together anymore? When asked his thoughts about Mayor Sundew's ambitious plans for the year, Topshell responded, "I have hardly had the chance to speak with Mayor Sundew in nearly a week..." How can they expect to run this city as a team if they don't even know what the other one is doing?

Goals

4 Events

15 Cards in your city

Final Score

Setup

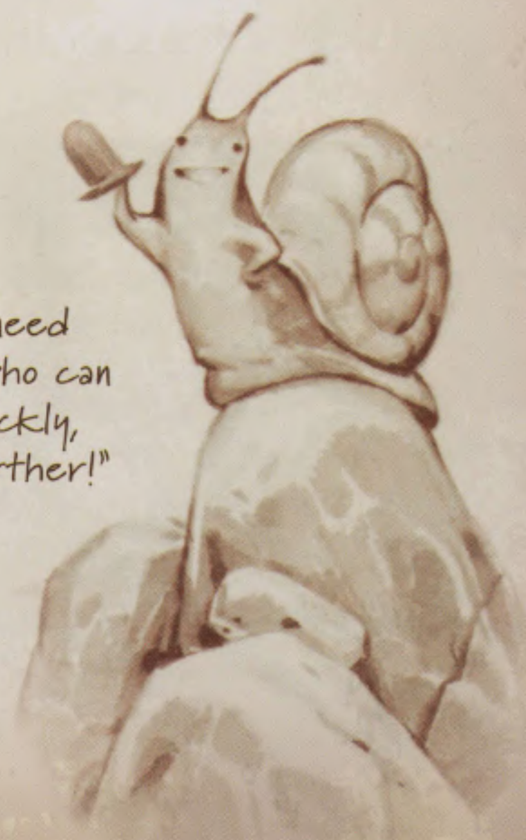
Events: *Meadow:* *Locations:*

Start with **Postal Pigeon**, **Ranger**, and **Inn** in the Meadow.

Gain a Pocket watch for this Chapter.

No Sharing

"If you need someone who can work quickly, look no further!"



Chapter 7

Flood

"I'm not afraid to get my paws wet."

"We must keep hope afloat."

The Gazette

Outlying farmers continue to report rising levels of the river. Citizens within the city limits are encouraged to seek high ground immediately! Construction efforts are actively in place to slow the spread of water, but until the rain stops, it will be difficult to contain.

The Root

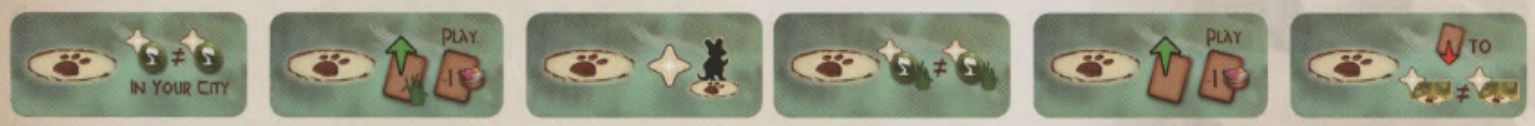
Will the leadership of Sundew and Topshell sink or swim as the waters continue to rise and much of our city is on the verge of drowning? Don't wait around to find out. Get to high ground if you value your whiskers at all. Reporting from The Root will be delayed temporarily.

Setup

Events: *Meadow:* *Locations:*

Do not start with any cards in hands.

Set aside these River tiles, plus 6 other random River tiles:



Then place those River tiles face down with three of them on the Events, each covering two Events, then six in the Meadow, each covering two cards, then one on each of the Farm locations, except the Occupied token location.

Open Sharing

During Play

Anything under a River tile cannot be visited, activated, or played.

On your turn you may spend any 1 resource from your supply to remove one River tile. You may only do this once per turn. Place it next to your personal supply to keep track.

Goals

Clear 6 River tiles

Clear 6 River tiles

4 Events

Final Score

"Thank you for helping save our farm!"

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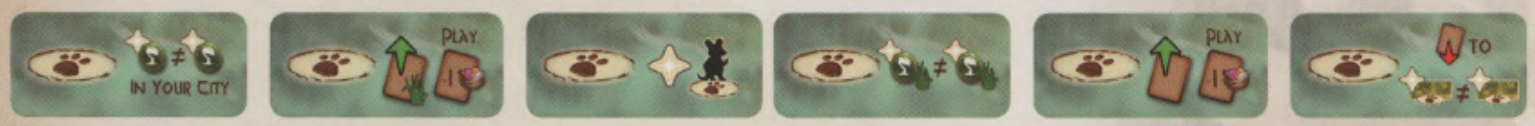

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Open Sharing

During Play

Anything under a River tile cannot be visited, activated, or played.

On your turn you may spend any 1 resource from your supply to remove one River tile. You may only do this once per turn. Place it next to your personal supply to keep track.

Goals

Clear 6 River tiles

Clear 6 River tiles

4 Events

Final Score

"Thank you for helping save our farm!"

Chapter 8

Time Lost

"Can we turn this paperwork into something more interesting?"

"This is good. Let's think of five other options."

The Gazette

We scarcely had a chance to recover after the famine before the tragic flood nearly destroyed us. Our mayors released their plans for the next year, which include complete restoration of buildings that were damaged in the flood, and a replenishing of important supplies.

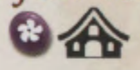
"It is time to take a focused and considerable effort to strengthen our city," said Mayor Topshell. "We have suffered much, but if we unite, plan carefully, and work patiently, we will be strong and prosperous once more."

The Root

One has to admire Topshell's rousing speeches, but how can he possibly deliver on all he promises? Our one saving grace before was that Sundew's haste balanced out Topshell's maddening deliberations. Now, it seems, Topshell has adopted Sundew's wild ambitions, and is championing a to-do list for our year that seems all but impossible. Rebuild and restore—yes, of course—but at what cost?

Goals

Pay the full cost for a

Pay the full cost for a 

*These shared goals must be accomplished before the **end** of the season noted for the goal. They may be completed earlier, it does not need to be during that season.*

3 different colors in the city

Achieve 2 Events

14 cards in the city

One player has 6 cards in hand at game end

One player has 6 resources left over at game end

Final Score

Setup

Events:

Meadow:

Locations:

Open Sharing

"I brought something to help with all the stress."

Chapter 9

Rule of Three

"You are odd sometimes, you know that?"

"I prefer things to be even."

The Gazette

"Mayor Topshell and I simply see things from a different point of view," said Mayor Sundew, when questioned about their recent public debate over the number of pillars for the new library. "I had an amount in mind that I was happy with, but Mayor Topshell was insistent that it should be something different. I think our differences help to make us stronger. And in case you are wondering, the new library will have nine pillars," she added with a wink.

The Root

They have tried to hide it before, but last week's public argument between Sundew and Topshell is surely a telltale sign that tensions are high between the two mayors. What type of example is it to our children when the supposed leaders of our city cannot even contain their anger, and resort to name-calling and public embarrassment? It is only a matter of time before this facade of cooperation crumbles into an all-out paw fight.

Goals

Have 3 cards in the city

Have 3 and 3 in the city

Achieve 3 Events

Have a combined total of 12 resources

3 of each color in the city

Final Score

Setup

Events: 1 *Meadow:* 3 *Locations:* 2

Start with the **Storyteller** in the Meadow.

Gain a Pocket watch for this Chapter.

Open Sharing

"I remember the whole thing like I made it up!"

Chapter 10

Fire!

"We won't sleep until everyone is safe!"

"Hand me that shovel and water bucket!"

The Gazette

Though efforts are underway to contain the fire, flames continue to spread. Topshell and Sundew have vowed to remain behind until all critters are safely out of harm's way. If you are still in the city, the mayors urge you to evacuate immediately. Do not delay!

The Root

OFFICIAL STATEMENT: Reports that the fire started at the printing factory for The Root are ENTIRELY FALSE! We have witnesses who saw the fire start in a farmer's barn. Do not believe all you read! But believe this: FLEE NOW!

Setup

Events: *Meadow:* *Locations:*

- Skunks all start on positions 1 & 4. Do not roll the die. Instead move each skunk to the right by one space at the beginning of each new season (not the first season).
- Start with these cards in the Meadow:
  Twig Barge, Fair Grounds, Farmer, Baker, Hotel, Wanderer, Courthouse, Shopkeeper, Locomotive, Conductor, King, Castle
- Remove these Events: **Farshore Treaty**, and **Exploration** for this chapter.
- The game starts in Spring and lasts only 3 seasons. Remove the Winter season tile for this chapter.
- For your starting hand, each player draws 6 cards, then chooses 3 to keep. Do not draw any cards for the start of the season.

Limited Sharing

During Play

- Do not replenish cards in the Meadow.
- Neither player may draw any cards from the deck or the Meadow for the entire game.

Goals

Play all cards in the Meadow

3 Events

Final Score

"I'm taking every safety precaution I can!"

Chapter 11

From the Ashes

"I will help pay the builders from my own pocket."

"I will bring a hammer and nails to help rebuild."

The Gazette

An account has been taken of all that was lost in the fire, and our mayors have formulated an ambitious plan to rebuild. Funds are being set aside to hire workers from neighboring cities to help with the efforts. If you suffered loss due to the fire, or need housing while your dwelling is repaired, please let Shepherd Brias know.

The Root

Here is the cold, hard truth: the fire that destroyed much of our city should never have gotten out of hand. If the local fire brigade had been properly trained, this would not have happened. Now we, the critters, have to work and pay to rebuild. How do you think these out-of-towners coming to help us will be paid? With increased taxes from you, the hard-working citizens who did not deserve to suffer in the first place.

Setup

Events: *Meadow:* *Locations:*

Start with **Master Builder** and **Shepherd** in the Meadow.

Shuffle these cards, and deal 3 to each player as starting hands:

Ever Tree, Chapel, Courthouse, Wall, Harbor, Road

These cards replace the normal starting hands of 2 cards. Players will still perform the beginning of winter draw actions as normal (one from the deck, one from the Meadow, divided as you choose).

Open Sharing

Hint: Look at all of the required goals before starting. Careful allocation of each action will be needed in order to complete them all, including acquiring those Occupied tokens…

"I hear there's work to be had 'round these parts."

Goals

Play the Road

Play the Harbor

Play the Courthouse

Play the Wall

Play the Ever Tree

Play the Chapel

Use an

Use an

12 *in city*

Use an

Use an

4 Events

Final Score

Chapter 12

Economic Stimulus

"We need royal help."

"We need fewer questions from certain reporters."

The Gazette

A royal visit! The king and queen have announced their plans to visit our city later this year! Our mayors are busy with preparations and plans. Their hope is that the visit will help to boost local economy and tourism. Shop owners are encouraged to spruce up their buildings and decorate for the festivities!

The Root

Perhaps they should be commended. After all, it is a sign of maturity to recognize and admit when one is defeated. In the aftermath of the extensive building projects that left our fair citizens with nary a shiny to spare, our mayors have finally admitted their inadequacies at governing, and have begged the king and queen to come help sort out the mess. Will Topshell and Sundew be able to pull their acts together in time, or will this royal visit turn out to be a royal embarrassment?

Setup

Events: *Meadow:* *Locations:*

Start with the **Cemetery** in the Meadow.

After dealing out the Meadow, look through the deck and pick 1 starting card for each player, then 1 starting card for the Meadow, discarding 1 from the Meadow and replacing it. Then each player gets to draw 1 additional starting card.

Gain a Pocket watch for this Chapter.

Open Sharing

Goals

6 in your city

Have 18 point tokens

Play a using the Cemetery

Achieve an Event occupied by a Skunk

Hint: *This must be done with the* ***Bridge, Juggler, Ranger,*** *or this river tile:*

25 bonus points at game end from cards (not base points)

3 Events

Final Score

"You would be wise to consider all your goals before finalizing your plans."

Chapter 13

Event to Remember

"Time for a new party dress."

"Time for a taller top hat."

The Gazette

Tourism and trade is higher than it has ever been, thanks in no small part to the recent visit from the king and queen. Our mayors have announced their plans for a multitude of festivals this year in celebration, and to continue the growing prosperity of our fair city. There have also been reports of robberies lately. The local police and Ranger's Guild are on high alert for any suspicious activities.

The Root

So, instead of putting appropriate efforts into capturing the thief who has been stealing from honest and hard-working critters, our mayors have decided to host an absurd amount of parties and events. Good to know where their priorities lie. Meanwhile, The Root has started it's own formal investigation into the robberies, and we expect to have an answer very soon.

During Play

These Events are all achieved in the same way as normal, except that you do not receive any resources or cards when you achieve them, and you may have more than one worker on an Event space. Place the worker on the Event tile instead as a reminder. Each worker may only claim one Event.

Goals

10 Events

Final Score

Setup

Events: *Meadow:* *Locations:*

Do not use the **Faire** Event or **Age of Peace** Event. Shuffle each set of Events and place 2 from each set face up above the board, in order, so there are 10 Events.

Open Sharing

"Professional Party Advisor. You're going to need my help."

Chapter 14

A Thief Among Us!

"Reform." "Justice."

The Gazette

BREAKING NEWS! The thief who has been on a robbery streak has been identified as a reporter for The Root! Often disguised as a juggler at many of our events, this criminal is now on the run! If you have any information regarding the whereabouts of this critter, report them immediately for a reward!

The Root

The Root has no official comments at this time.

Setup

Events: *Meadow:* *Locations:*

Before setup, set aside the **Dungeon**, **Monastery**, **Ranger**, **Monk**, and **Juggler**. Place the Juggler above the first Event on the left. Then place 1 point token on the Juggler for every game you have won in the campaign so far.

Start with Dungeon in the Tortoise player's hand, and Monastery in the Hare player's hand, then draw 1 card each to complete the starting hands.

After all other setup, set aside the top 10 cards from the deck. Then shuffle the Ranger and Monk into the next 8 cards of the deck, then return this group to the top of the deck, and then place the 10 cards you set aside back on top of the deck.

Open Sharing

"You must have me mistaken for someone else."

During Play

At the beginning of each season, including the first season, roll the die for the Juggler. Move the Juggler to the right one space for a roll of 1-3, and two spaces for a roll of 4-6. Place 3 point tokens on the Juggler for each Event he moves to. **You may only achieve Events to the left of the Juggler**. If he ever moves **off** the last Event, you have immediately lost.

You have two options to capture the Juggler:

1: Have the Dungeon in your city with at least one space open in it. Then play the Ranger into your city, and move one of your deployed workers to the Event where the Juggler currently is. You must be able to achieve the Event. Then move all point tokens from the Juggler to above the Journey area of the board, and place the Juggler into the Dungeon. You may perform the Dungeon's ability when you do this.

2: Have the Monastery in your city, then play the Monk. Gain any point tokens you gain from the Monk's ability from the Juggler card, then move all point tokens from the Juggler to above the Journey area of the board, and place the Juggler face down beneath the Monastery.

At the end of the game, all point tokens above the Journey space are counted as negative points in your score.

Goals

Capture the Juggler *4 Events* *Final Score*

Chapter 15

A Fine Team

"I'm not going to cry..." "It has been an honor."

The Gazette

As the seasons of our sacred valley always turn and eventually come to an end, so our city now faces a momentous time of change. Surely the joining of Mayors Sundew and Topshell to govern one city will be forever remembered in the chronicles of Everdell's history. Many believed it would result in utter failure. None could foresee that it would be a triumph that would last many years, and bring our city through numerous trials. May their final months in office be blessed, and their legacy never forgotten!

The Root

In the end, despite all odds, and not without countless mishaps and more than a few questionable decisions, it cannot be denied—and indeed, must be admitted—that Mayor Sundew and Mayor Topshell make a fine team. So far.

Setup

Events: *Meadow:* *Locations:*

In Chapter 14...

- If you put the Juggler in the Monastery, start with the **Juggler** in the Meadow.
- If you put the Juggler in the Dungeon, start with the **Ranger** in the Meadow.
- If you did not win Chapter 14, leave the Meadow setup random.

During setup, after dealing out the Meadow, look through the deck and pick the 2 starting hand cards for each player, then reshuffle the deck.

Add the **Age of Peace** Event above the above the empty space at the top right of the board. You must still place a worker here to achieve this Event, but you do not gain any resources or cards when you do so.

Limited Sharing

Goals

Score higher than any of the previous chapters in the campaign!

"Hats off to you both on a job well done."